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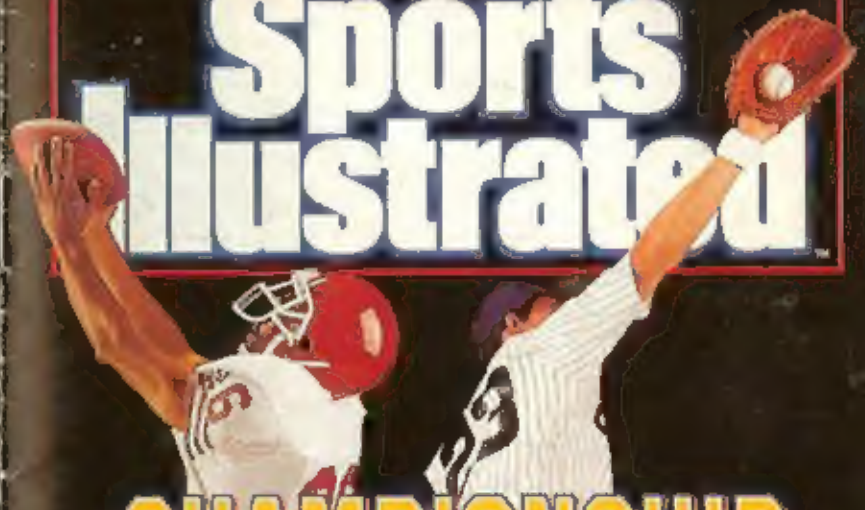

CHAMPIONSHIP FOOTBALL & BASEBALL™

INSTRUCTION MANUAL

SUPER NINTENDO ENTERTAINMENT SYSTEM

A WINNING COMBINATION

The excitement and power of professional football combined with the tradition and finesse of big league baseball in this dual sports game pak is sure to please fans of both sports. You've seen coverage of these popular pastimes in Sports Illustrated. Now, experience them in the same winning style with Sports Illustrated™: CHAMPIONSHIP Football & Baseball.

For Football fans: Choose from 28 teams, select the right offensive and defensive plays and pave a path to gridiron glory.

For Baseball fans: Select from 28 heavy hitting squads and take a shot at the championship. Throw blazing fastballs, steal bases, and crack a homer into the bleachers.

Both sports feature exhibition play, a password-supported season and the kind of realistic statistics that you would expect from Sports Illustrated.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

MALIBU GAMES

Malibu Games
5016 N.Parkway Calabasas Suite 100
Calabasas, CA 91302

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Sports Illustrated CHAMPIONSHIP FOOTBALL & BASEBALL™

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Starting the Game

Insert the Game Pak into your Super NES and turn the machine on. The title screen appears with the options for either football or baseball. Use the Control Pad to move the cursor to the desired option and press Start to engage.

After you've selected the sport, you will have the option to play an exhibition game, continue a season that you have already begun or start a new season. If you are starting a new season, you will then choose the team that you will lead through the season.

OPTION SCREENS—This option is only available when choosing an exhibition game. Customize each game to your own specific skill level and style of play. After you have selected either football or baseball, you are given the following series of custom settings:

FOOTBALL

Player Select one or two player mode.

Team One: Team for Player one.
Team Two: Team for Player two or computer.
Game Time: Set the length of the game to 20, 40 or 60 minutes.
Penalties: Some (no delay of game) or all.
Difficulty: Normal or easy (results in more pass completion).

BASEBALL

Player Select one or two player mode.

Team One: Team for Player one.
Team Two: Team for Player two or computer.
Game Length: Sets number of innings in game.

• *Press the Start button after you have set the game to your liking to begin playing. If you want to default back to the main menu, press the Select button.*

"AMERICA'S GAME" · FOOTBALL

Two teams of explosive athletes face off in the name of moving the pigskin across the other team's goal line in this action-packed take on one of the country's most popular sports. Strategy and dexterity both play a part. Choose from 6 offensive formations and 51 offensive plays such as the Half Back Option or the Play Action Pass. You can also select 45 defensive plays such as the Red Dog or Safety Blitz from 6 defensive formations. The choice is yours.

"We love this game. We must. Look at the families in living rooms every fall Sunday, glued to the electronic hearth. Pro football is America's Game."

Peter King, Senior Writer
SPORTS ILLUSTRATED

There is also a special 'ZOOM' mode in the football game. This feature automatically takes the players into a close-up shot of the action on the field. Zigzag through tenacious defenders as you muscle your way to the goal line. Use the special command to execute a Power Move at the right time to break a tackle. But beware, this move increases the likelihood of a fumble!

If you blast past the defensive line for a big gain or stop the other team short of a breakthrough play, you might be rewarded with a spectacular animated or video sequence.

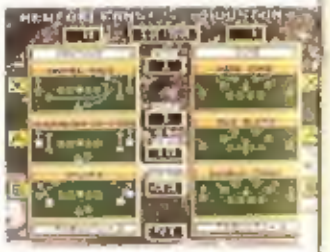
The various buttons on the controller have multiple functions in this game. Listed below are the controls for both offense and defense.

Calling Plays

Control Pad Up and Down:	Cycle through the formations.
Control Pad Left and Right:	Cycle through the plays of a chosen formation.
X, A, and B Buttons:	Call corresponding play.
Start Button:	Pause/Time Out/Look at scoreboard.

Before the Play is Run

Start Button:	Pause/Option to Call a Time Out



Offense Commands

Control Pad:	Control the ball handler and pass receiver.
Y Button:	Kick or Hike the ball.
X, A, and B Buttons:	Pass to the corresponding receiver. Hold down the button for a high, lobbing pass. Tap the button for a bullet pass.
A Button:	Give a quick burst of speed while running.
X Button:	"Power Move" breaks tackles while running, but also increases potential for a fumble.
Start Button:	Pause the game.
B Button:	Dive.

Defense Commands

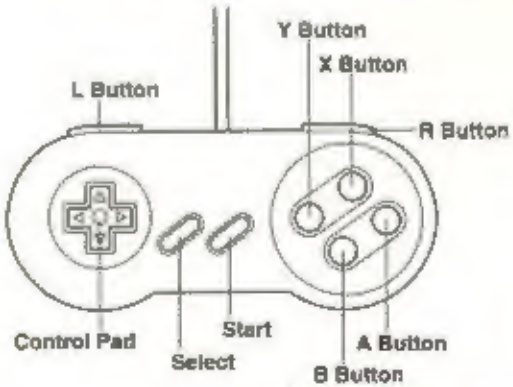
Control Pad:	Control selected defender.
Y Button:	Cycle through defensive players before ball is snapped. Once the play is in motion, it switches the control to the player closest to the ball. The defender that you are controlling has a "blue shadow" underneath him.
X Button:	Makes corner back move in closer to potential receivers before the play is in motion.
A Button:	Burst of speed.
Start Button:	Pause the game.
B Button:	Dive.

Kicking

Control Pad Left and Right:	Move the aiming arrow for kick offs and punts.
Y Button:	Press once to start the Power Meter. Press Y again to kick with the desired amount of power.
A Button:	Quick burst of speed while running.
Start Button:	Pause the game.

Receiving a Kick Off or Punt

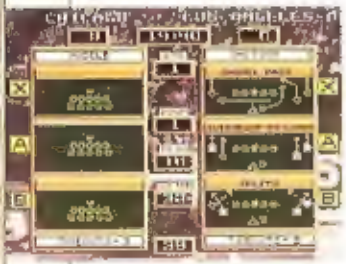
Control Pad:	Control the ball handler and kick receiver.
Y Button:	Down the ball in the end zone for a Touch Back.
A Button:	Quick burst of speed while running.
X Button:	"Power Move" breaks tackles while running,but also increases potential for a fumble.
Start Button:	Pause the game.
B Button:	Dive.



Playing the Game

Once the preliminary choices have been made, the game begins with the toss of a coin. The team that wins the coin toss receives the kick off. Once this has been determined, the game begins on the field.

Unless there is a turnover, the receiving team begins the game on Offense and the kicking team begins at Defense. The Main Menu for plays appears between every down with the selection of plays. The Offense has more time in selecting plays than the Defense. In the 2-player mode, once a play has been selected, the screen shows a neutral pattern until your opponent has made his/her selection.



Once the Offense has made his/her selection, the game shifts over to the field for the play. At this point, your skills as a player take over as you try to outwit and out-score your opponent.

On Offense, you have four downs to advance the ball 10 yards. If you are successful, then you begin a new set of downs. Continue this process until you score a touchdown or a field goal. If you are unsuccessful at making the 10 yard minimum by the fourth down and you are out of field goal range, it is advisable to punt the ball to the Defense. The winner is the team that has scored the most points by the final whistle.

As with any sport, wild and unpredictable plays are known to happen. This game was designed to utilize all the possible plays in an unexpected manner to keep your opponent off guard. Try a fake punt once in a while to keep them on their toes.

Passing Interface

Pressing **Left** or **Right** on the Control Pad as a pass is being thrown targets the ball to that side of the pass receiver. Use this to lead the receiver away from a defender. This allows you greater control of the receiver. All you need to do is to continue holding the Control Pad in the chosen direction and the receiver automatically runs to where the ball is targeted.

If this ball direction change is not used, the receiver automatically runs to where the ball is targeted until you send him in another direction. A receiver controlled by a gamer has a slight advantage over one controlled by the computer.

Duration of the Game

In an exhibition game you are able to set the length of the game for 20, 40 or 60 minutes. The game is played in quarters (5, 10, and 15 minutes, respectively), with a 2-minute warning before halftime and the end of game. For a regular season, each game is 60 minutes with 15 minute quarters. **Keep an eye on the clock** to make sure you maximize the amount of play time. The only ways to stop the clock are: a time-out, an incomplete pass, a touchdown, a penalty (not advised!) and taking the ball out of bounds.

Instant Replay

If you'd like to relive the excitement of the last play, press the Select Button on the next play calling screen or, if a score has been made, press the Select Button before the ball is kicked. You'll see the scene at the line of scrimmage before the play begins. Press Right on the Control Pad to go forward through the play and press Left to back up. Then, press the B Button to slow down the action and press the A Button to speed it up.

There's no other game like the national pastime. Sports Illustrated has covered the drama, excitement and tradition of Baseball since the magazine first hit the stands. And that baseball know-how is demonstrated in the realistic play of this game.

And the Ump hollered, "PLAY BALL!"

There are 28 teams to choose from. Select your squad then usher it on to victory. If your pitcher doesn't have the right stuff you can make a call to the bullpen. If you're down by a couple of runs you can put on your rally caps and try to make a dazzling comeback. You've got what it takes to lead your team to the championship game and you can prove it with Sports Illustrated style realism.

"In our mind's eye, it is a game played under the warm afternoon sun, on a soft, green field in a friendly, cozy ballpark. Listen—we can hear the crack of the bat or the pop of the catcher's mitt or the infield chatter. Watch—the batter digs in and the pitcher stares in, ready to deal. We're glued to our seats until the final out."

Steve Wulf, Editor at Large
SPORTS ILLUSTRATED

The various buttons on the controller have multiple functions in this game. Listed below are the controls for both teams at bat and in the field.

Pitching

Start Button: Call up options for the pitcher, make a fielder switch. Also pauses the game when the ball is in the air.

Control Pad Left and Right: Move the pitcher on the mound. Also curves the ball in flight.

B Button: Press and hold to start the pitcher's Power Meter. Release when you reach the desired power. Press again when the ball cursor moves to the desired part of the plate. If the Power Meter is pushed to the limit (the top section) the ball cursor will move faster making it more difficult to pitch with accuracy.

Y Button: Switch to the overhead view for pick-offs.

Fielding

Start Button: Pause the game.

Control Pad: Move the fielder closer to the ball's destination. Also used to direct the throw from the fielder to the basemen. Press the following directions on the Control Pad to aim the throw:

Right: Throw goes to First Base
Up: Throw goes to Second Base.
Left: Throw goes to Third Base.
Down: Throw goes to Home Plate.

B Button: Throw the ball.

NOTE: To increase your chances of catching and fielding the ball, stand in the shaded area that appears on the screen.

Batting

Start Button: Call up options for the batter, make a runner switch, pause the game when the ball is in the air.

Control Pad Left and Right and Up or Down: Move the batter in the box.

B Button: Swing the bat. Tap the button for a check swing.

A Button: Bunt.

Running The Bases

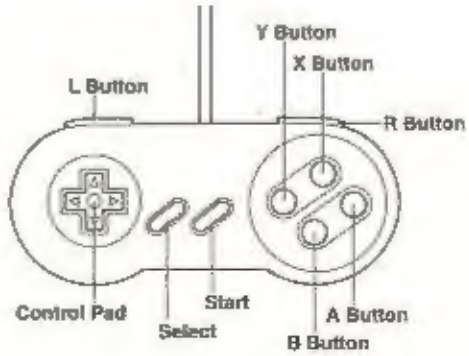
Start Button: Pause the game.

Control Pad: Target a base for the runner. Press the following directions on the Control Pad to aim the runner:

Right: Runner goes to First Base
Up: Runner goes to Second Base.
Left: Runner goes to Third Base.
Down: Runner goes to Home Plate.

Y Button: Advance the runner.

B Button: Return runner to the last base. This is important when a batter flies out. You have to manually send your runner back to the previous base or they will be tagged out.



Playing the Game

Once the preliminary choices have been made, the game begins with the Home Team (usually Player 1) in the field with either the computer or Player 2's team at bat. Innings last until both teams make three outs each.

Players that advance completely around the bases score one run. The team with the most runs at the end of the game wins. If the Home Team has a higher number of runs by the bottom of the last inning, they do not need to continue batting. If the game is tied after the last inning, extra innings are played until one team out scores the other.

Familiarize yourself with the mechanics of pitching, fielding, batting and base running in matches against the computer. As you become more efficient with the controls, the game play becomes second nature. The most important note regarding fielding is to always be aware of the position of the base runners before you throw the ball to the infielders. This increases the likelihood of picking off runners at the bases.

90 DAY LIMITED WARRANTY

MALIBU GAMES warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the PAK, at its option, free of charge.

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1. DO NOT return your defective Game Pak to the retailer.

2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 591-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES
Consumer Service Department
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

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If the PAK develops a problem after the 90-day warranty period, you may contact the MALIBU GAMES Consumer Service Department at the phone number noted. If the MALIBU GAMES service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to MALIBU GAMES, enclosing a check or money order for $10.00 payable to MALIBU GAMES. MALIBU GAMES will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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